KUO-TOA LEVIATHAN

This massive, fishlike, vaguely humanoid creature has a body coated in scales and slime. The creature's bulbous eyes dart around, inspecting everything within the monster's domain. Its limbs are thin and gaunt compared to the rest of its body, but its imposing maw is lined with countless razor-sharp teeth, and looks large enough to swallow a horse in one bite.

GIFT OF THE SEA MOTHER. Many kuo-toa venerate and respect massive sea creatures such as leviathans and krakens. They often dream of attaining such tremendous power and high regard in the eyes of The Sea Mother. Among the many dreamers, some are chosen by fate to ascend beyond their wildest aspirations and actually become massive predators of the dark waters that run through The Underdark. Each kuo-toa leviathan was once truly a remarkable individual among their kind, and through ascension rites granted to only the most fanatical, is a kuo-toa leviathan born. The process sees them grow upwards of 20 feet in height, eschewing many of the features that make traversing the land less difficult in favour of a body more capable of navigating the deepest parts of the ocean.

Insatiable Appetites. These monstrous beings have monstrous appetites. They will kill and eat just about anything they come across, finding few natural predators if any. When hunger strikes, the kuo-toa leviathan becomes nearly mindless in its pursuit of meat. In some cases, if their hunger goes unsatiated for long enough, they may even resort to consuming smaller kuo-toa.

Venerable Colossi. Kuo-toa leviathans possess an almost sacred place in kuo-toa culture. They spend almost all of their time in the water, only emerging to the land when they are called to some task by their goddess or their brethren. Few among the kuo-toa ever have the honour of actually meeting a kuo-toa leviathan, and of those who do, even fewer live to tell the tale.

Evolving Species. Tales tell of ancient kuo-toa leviathans that have been active for centuries. Such beings are said to have continued to grow and evolve, developing strang and uncanny features that better help them exist and explore in the vast emptiness at the bottom of the ocean. What purpose these individuals may pursue, and why, is a mystery even to the kuo-toa they progenerate from.

Variant: Angler Leviathan

A kuo-toa angler leviathan has a challenge rating of 16 (15,000 XP). It has the same statistics as a kuo-toa leviathan except that it's immune to the Blinded condition, loses the ***Sunlight Sensitivity*** trait, and gains the following actions;

Blinding Flash (Recharge 5-6). The kuo-toa shields its eyes with an opaque, black membrane and ignites its lure. All creatures within 30 feet of the kuo-toa must succeed on a DC 18 Constitution Saving Throw or be Blinded for 1 minute. A creature who fails this save by 5 or more is also stunned until the start of the kuo-toa's next turn.

Enticing Lure (3/Day). The kuo-toa ignites its lure for up to one hour, which dangles in front of its gaping maw. Any creature who sees the lure must succeed on a DC 18 Wisdom Saving Throw or be Charmed by the kuo-toa. A creature charmed in this way

is compelled to approach, using their entire turn to get as close as possible to the kuo-toa's lure. A creature who ends their turn within 5 feet of the kuo-toa is paralyzed for 1 hour, or until the kuo-toa deactivates its lure. The lure is immediately deactivated if the kuo-toa moves or makes an attack. Any creature who succeeds on their Saving Throw to resist the kuo-toa's enticing lure is immune to the enticing lure of that kuo-toa for 24 hours.

Kuo-Toa Leviathan

Huge Monstrosity, Typically Lawful Evil

AC 17 (natural armor) **Initiative** +7 (17)
Hit Points 243 (18d12 + 126)
Speed 20 ft., Swim 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 27	+8	+13	**DEX** 15	+2	+2	**CON** 24	+7	+7
INT 15	+2	+2	**WIS** 20	+5	+10	**CHA** 13	+1	+6

Skills Insight +7, Perception +12, Stealth +7, Survival +10
Resistances Lightning
Immunities Poison
Condition Immunities Paralyzed, Poisoned, Restrained
Senses Darkvision 240 ft., Passive Perception 10
Languages Aquan, Undercommon
Challenge 15 (XP 13,000; PB +5)

Traits

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 120 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kuo-toa attacks once with its bite and twice with its claws.

Bite. *Melee Attack Roll:* +13 to hit, reach 5 ft. *Hit:* 26 (4d8 + 8) Piercing damage and if the target is Huge or smaller, they are grappled (escape DC 18) in the kuo-toa's mouth. The kuo-toa can have one creature grappled in its mouth at a time.

Claws. *Melee Attack Roll:* +13 to hit, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage and the target must succeed on a DC 15 Constitution Saving Throw or become poisoned for 1 minute.

Swallow. The kuo-toa makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 35 (10d6) acid damage at the start of each of the kuo-toa's turns.

If the kuo-toa takes 45 damage or more on a single turn from a creature inside it, the kuo-toa must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kuo-toa. If the kuo-toa dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Bonus Actions

Regurgitate. The kuo-toa regurgitates a creature it has swallowed, causing it to fall prone in a space within 10 feet of the kuo-toa.

Reactions

Reflexive Dodge. *Trigger*: The kuo-toa is hit by an attack while it is submerged in water. *Response*: The kuo-toa moves up to half its swim speed in a straight line in any direction without provoking attacks of opportunity.